



LEADER THE BOARD GAME Rules of Play

Level 2

Including

- A numbered dice
- Sustainable Development Goals (SDG) question cards
- Activity cards
- 6 figures (5 representing each role, and 1 representing the time)
- The LEADER board game
- (Waste) paper and pens or pencils for the activities

Goal

All players play this game **together** against the time, which is the black figure. The goal of the game is to ensure all players cross the finish line before the black figure (time) does.

Who are playing

Preferably, you will play this game with 6 persons. 5 players are attached to a colour/figure, which represents a certain role, and there is 1 observer.

Observer - Is not actively playing the game but observes the game. The observer will have extra information and is the one who decides whether the answers to the questions are correct and if the activities are performed correctly. Other information for the observer can be found in the observer guidebook.

The other five players choose a coloured figure, that represent the following roles:

RED - Leader & Decider

BLUE - Empath & Adaptive

GREEN - Creative & Problem solver

ORANGE - Listener & Timekeeper

PURPLE - Communicator & Team player

If you play this game with less than 5 players, ensure there is at least one observer. The players can be responsible for 2 colours which also means they will be responsible for those 2 colours in the activities on the board.

Extra information

The game includes 6 figures. You can choose your own figures to use, for example using the caps of pens, or an eraser etc. As long as you ensure there are at least 6 figures present on the board, of which one represents the time, and the other five represent the roles.

But you can also print out the printable figures and use these. To ensure it is as sustainable as possible, try to print it out on waste paper, and ensure you can use the figures again.

Moreover, if you don't have any dices around, you can use the printable templates of the LEADER dices. Again try to print this on waste paper, and ensure you will reuse the dices.





How it works

The game starts when the black figure, the time, moves 5 steps. Then the youngest player starts throwing the dice and moving his/her figure for the first steps. The other players follow by taking turns clockwise. Once all players have had their turn and finish a round, the time (black figure) moves 5 steps.

By throwing the dice, you decide how many steps you can take on the board. You can land on either an empty tile, a reward, a road bump, a SDG question or an activity.



When you land on a **Reward** – you will receive a reward, as is written on the board.




When you land on a **Roadbump** – you will receive a roadbump, as is also written on the board.



When you land on a **SDG question** – one of the other players, or the observer will draw the SDG question card and read out the question. The player landing on the question has to answer. Once the question is answered correctly, the player can move the amount of steps stated by the card. These steps can only be taken by the figure that has landed on the question.



When you land on an **Activity** – you draw an activity card. The card explains how and with whom you will have to perform the activity. When you have succeeded in the activity, you can decide with the other players involved in the activity, who has to take how many steps. There are also group activities, where all players are able to move a certain number of steps.





Remember

Only the figure that moves according to the number on the dice, carries out the tasks stated on the tile. If you can move because of rewards, roadbumps or because of the successful completion of questions or activities, you take the steps, but **DO NOT** perform the task you land on.

! NOTE ! The gap between the first player and the last player on the board cannot exceed 15 tiles. If it does exceed this amount, you have lost the game.

